

LEGO
GENESIS



Super Thunder Blade

INSTRUCTION MANUAL

©1991 Lego of America, Inc.

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LEGO
Technic

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the Super Thunder Blade cartridge in the Genesis System (shown below) by following instructions in your CD-ROM/MS-DOS™ manual.
3. Turn the power switch ON. If nothing appears on screen, make sure the cartridge is securely inserted into the console.

For 2 Player Only: Press Start Button.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.



Super Thunder Blade™



Weathered and damaged, Thunder Blade returned victorious from its last mission against the renegade troops. But, this was not to be its last flight.

Reorganized with mega amounts of devastating military electronics and weapons, the renegade troops have once again forced their sights on dominating the free world. From a secret place here in the East, they unleash their deadly troops who will take to land, sea and air powerfully armed.



But so are you. From the cockpit of the remodeled bird, you've got a state-of-the-art defense system at your fingertips. An aerodynamically designed alloy body flies up to 525 kph while a 20 mm Gatling Gun fires up to 4,000 shots a minute. A computer aided flight system takes you through even the most hostile environments. Don't worry, you've firing sensors and dropping air-to-surface AATM missiles from your chopper, so there's no stopping you and the general chopper in the sky.



Gatling Gun

AATM Missile

Your objective is to blow the control every how sky high. But getting there is easier said than done. There are four stages in this game where you'll encounter dikes, deserts, caves, oceans and rainforests. The strategy is easy, shoot straight, be brave and just maybe you'll get your wings out of this mission. The time would as we know it, depends on you.



Take Control

Before you begin playing, learn which buttons control the moves and functions you'll rely on during game play.

Basic Functions of The Genesis Control Pad:



Directional Buttons (D-Buttons)

- Operates selection arrow for option setting.
- During horizontal play, moves Super Thunder Mechs in two directions.
- During vertical play, moves Super Thunder Mechs in eight directions.

Start Button

- Selects Option Screen.
- Starts game.
- Pauses screen during play.
- Resumes play.

Button A

- Fires Getting Gun and launches missiles at the same time.
- Selects from Option Screen.

Button B

- Activates air brake system for either forward or reverse hovering.
- Selects from Option Screen.

Button C

- Fires Vulcan cannon and launches missiles at the same time.

Start Game

To begin game play, press the Start Button during title screen, then press Start Button again and play will begin at Stage 1.



Option Screen

Press Start Button once the title screen appears. Where Options are indicated, move cursor with the D-Button and press the Start Button again.

An Option Menu will appear. Here you can select varying levels of skill and game difficulty by moving the D-Button up or down to the desired option, and to the right or the left to increase or decrease the numerical level.

Pause and Resume Play

During game play, should you wish to stop play momentarily, press the Start Button and the game will pause. To continue, press the Start Button again.

Move Super Thunder Blade In Different Directions

To move the Super Thunder Blade horizontally up or down, press the D-Button directly up or down. To move the Super Thunder Blade in eight directions vertically, press the D-Button in any of its eight directions and your chopper will follow.

Fire Gun and Missiles

For constant firing power, press Button A or C.

Hover

To stop in a state and lower, press Button B. At the same time, the D-Button can move you up-by pressing down and down by pressing up. See the Option Screen to reverse this control.

Cannon-fire

To launch cannon and missiles, press Button A or C.



Screen Signals and Options

Get to know the screen signals which will inform you of goals and losses. Then, use the Option Screen to increase or decrease the game difficulty.



Number Of Helicopters

During game play you're given three helicopters for every level. See the Option Screen to change this number. The number of helicopters available for play is indicated by illustrations in the corner. Every time you crash and burn, you'll lose a helicopter.

Score

Your score is kept and updated during game play. Every time you hit a target, you'll gain points.

Highest Score

The current highest score is kept on screen to encourage you to try harder and beat the reigning champ.

Game Ends

Your mission is completed when you successfully destroy the enemy base.

Game Over

The game ends when all Super Thunder Blades are shot down.

Game Continue

When the game ends after Stage 1, the word "Continue" will be displayed on the title screen. Select it, and you can start your next game at the beginning of the last stage played. You may use the Continue selection three times.



Option Screen

In order to increase your chances for winning, an Option Screen is provided to let you change standard game settings. Press the Start Button to view the title screen. Now select Options with the D-Button. Press the Start Button again.



To change the DIFFICULTY level of the game, move the arrow with the D-Button to this option. Change the enemies strength to either EASY, MEDIUM or HARD with the D-Button.

To change your CONTROL, move the arrow to this selection. If you select NORMAL, the D-Button will move the stick up when pressed down, and down when pressed up. Choose REVERSE, and the D-Button will move the stick up when pressed up, and down when pressed down.

To change the number of helicopters which are available, you can set the number of Super Thunder Blades to either 1, 5 or 7. Press the D-Button to the left to decrease or right to increase the numerical value next to the word PLAYER.

Change the SOUND TEST by pressing the D-Button to the left or the right to select the sound number. There are 19 different sounds used in the game. Press Button A, B or C to listen to each individual sound.

When all selections have been made from the Option Screen, press the Start Button to return to the title screen. Press the Start Button again to start the game.

Know The Score

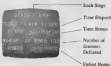
Scoring is extremely important in this game, so here's some extra info on how you can raise your place in the winner circle.

Earn Extra Helicopters

You'll be given an extra Super Thunder Blade when you earn more than 500,000 points. After that, you'll be given an additional helicopter every time you earn over 1,000,000 points.

Bonus Points

At the end of each stage, bonus points are awarded based on the number of enemies defeated and the time elapsed during the stage. A bonus screen will appear and indicate time required to earn a Time Bonus and number of enemies defeated to earn Defeat Bonus.



Number of Defeated Enemies

Number of Defeated Enemies	Bonus Points
More than 100	400,000 pts
140 - 150	500,000 pts
120 - 130	600,000 pts
100 - 110	50,000 pts
80 - 90	20,000 pts
60 - 70	10,000 pts
0 - 50	0 pts

Required Time

Required Time	Bonus Points
0:00 to 3:40	1,000,000 pts
4:00 to 4:50	800,000 pts
5:00 to 5:50	250,000 pts
6:00 to 6:50	100,000 pts
More than 7:00	0 pts

Name Entry

If your final score is one of the seven best scores, you can enter your name on the Congratulations Screen.



Here's how:

1. Turn the character hoop by pressing the D-Button to the left or the right to select the desired letter.

2. Press Button A or B to enter the letter. When you want to press a letter, move the cursor to that letter and press Button A or B.
3. When all three letters are entered, the word "END" will appear on the character selection. Press Button A to view the "DEITY RANKINGS" screen.
4. Press the Start Button to go back to Title Screen.

Now Make Your Move

Here's a summary of the guerrilla forces in each stage.

Stage 1



Huey Co (UH-1H OH)

The main offensive force which attacks in formations.



Fighter Co (MiG 21 SA)

A jet fighter with variable wings for high dogfighting capabilities at low altitudes.

Marksa Mark IV (Marksa IV)

A battle tank with antiaircraft rockets.



Maxima Sub-Commander (T90-91E2)

A large tank with a high-power Maxa Cannon on its turret. It also fires antiaircraft missiles.



Seasaber Commander (CV-44)

Large aerial carrier. Destroys the guerrilla base here on the side of the craft.



Stage 2

Fajr Sub-Commander (FA-400)
Attack aircraft with Guiding Gun.



Lash-Buster Commander (FA-801A)
Strategic tank with nuclear engine
It moves quickly with massive horsepower



Aqua-Lover Sub-Commander (SA-400)
Nuclear submarine especially developed
for guerrilla attack

Stage 3

Microbank Class (CA-400)
Highspeed warship



IS-BAC-400
Commander
Severely
developed
space aircraft.



Stage 4

Sigma-01 Sub-Commander (S-01) and
Sigma-02 Sub-Commander (S-02)

25 feet of mechanical armor for the infantry and
operated by soldiers riding in their cockpits. They fire
machine guns and missiles.



Sigma-01

Sigma-02

Final target is the guerrilla basecamp

Points

Blind Mj-25	1,000 pts.
Mechanic	2,000 pts.
Mid-size craft	2,000 pts.
Turrets of large size craft	2,000 pts.
Large craft weak points	2,000 pts.
Basecamp	2,000 pts.

Helpful Hints

- During vertical play, pay attention to enemies' distance. They are not threatening until they are near.
- Do not hover too long, because points are awarded based on time.
- Do not fly into obstacles, use the air brake to slow down.
- You can attain maximum speed by flying forward, very fast and never hovering.
- Warships cannot be tank, just try to damage their turrets.
- During horizontal play, avoid the missile attacks by destroying their turrets.
- When mid-size enemy crafts appear, Super Thunder Blade will automatically hover. The hover state is not kept at this time.
- Flying too low, too long, will result in landing. Hover upward when the screen displays, "TAKE OFF"

Scorebook

Date		
Name		
Score		

Date		
Name		
Score		

Date		
Name		
Score		

Date		
Name		
Score		

Date		
Name		
Score		

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective material or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time) Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL MERCHANT. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Tega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Tega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Tega Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Tega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective cartridge, freight prepaid and insured against loss or damage to Tega's Service Center with an enclosed check or money order payable to Tega of America, Inc. for the amount of the cost estimate provided to you by the technician. If after inspection it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranty of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Tega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranty.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.